Studio workshop: Design Prototyping

*An studio based workshop led by product designer Tom Gayler*

**Summary:**
This workshop challenges participating students to answer a contemporary design brief, delivered by practising product designer, Tom Gayler. Students will work in small teams to problem solve and generate ideas together. Students will use the V&A’s collections as inspiration and will be encouraged to model directly with a range of everyday materials to create design prototypes in answer to the brief.

**Information about the designer:**
Tom Gayler is a designer based in London obsessed with objects and how we interact with them. He works across a range of different contexts; developing products with industry, creating interactive art for galleries and researching the future of food in a digital world. Projects include a physical jukebox, DIY video encrypter and 3D printed food.

Tom is a Visiting Lecturer on Design Products at the Royal College of Art. He has led workshops and events with Royal Academy, London; Turner Contemporary, Margate and the brand SONOS. He has shown work in London and Barcelona and is currently involved in the European Capital of Culture 2018 in Valletta, Malta.

**NC Links:**
DT
- Use research and exploration, such as the study of different cultures, to identify and understand user needs
- Identify and solve their own design problems and understand how to reformulate problems given to them
- Develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools
- Analyse the work of past and present professionals and others to develop and broaden their understanding

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- Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions

*This session also meets key criteria for Edexcel, AQA and OCR DT Specifications*

Art & Design
- Students will learn a range of techniques to explore their ideas
- Students will utilise a range of media and learn to handle different materials
- Students will learn about and be informed by the history of design during the Victorian period
- Design & Technology
- Students will analyse the work of past and present professionals to broaden their understanding.
- Students will develop and communicate their ideas through 3D prototyping
- Students will learn about and use specialist equipment, techniques and processes

Arts Award Links:

Bronze Award
Unit 1: Part A, Part B & Part C (Some follow up work required)

Silver Award
Unit 1: Part C & D (Some follow up work required)

Follow up activities:
- Visit the 20th Century galleries to explore other examples of product design.
- Use fast modelling and prototyping techniques back at school to help with brainstorming ideas for projects.

Booking Information:

Available: 26 September, 4 & 31 October, 1, 7 and 15 November 5 and 11 December, 31 January, 28 February & 11 June, 2 July

Timing: 11.00 – 15.00
Cost: £150
Capacity: Maximum 30 students per session

Book now: 020 7942 2000

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